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Patent

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In Application of:

Kenneth B. Moore

Application No.: 09/576,359

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For: SYSTEM AND METHOD FOR CREATING AND DISPLAYING CLASSES OF GRAPHICAL DISPLAY OBJECTS

Examiner: Vu, Kieu D.

Art Unit: 2173

Confirmation No.: 1848

CERTIFICATE OF TRANSMISSION/MAILING

I hereby certify that this correspondence is being facsimile transmitted to the USPTO or deposited with the United States Postal Service with sufficient postage as first class mail in an envelope addressed to: Commissioner for Patents, PO Box 1450, Alexandria, VA 22313-1450 on this date: 6/23/04

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Signature: [Handwritten Signature] Date: 6/23/04

Commissioner for Patents
PO Box 1450
Alexandria, VA 22313-1450

Declaration of Inventor Pursuant to 37 CFR §1.131

Sir:

I, Kenneth B. Moore, hereby declare that:

1. I am a citizen of the United States of America, and currently am a resident of the State of Washington, residing in the greater Seattle, WA metropolitan area.

2. I am an employee of RealNetworks Inc. and have been since November 1998. My current title is Program Manager.

3. In connection with my employment at RealNetworks, I coined the subject matters of the above-captioned application as originally declared on October 2, 2000 in a combined declaration and power of attorney filed in association with the above-captioned application.


4. To the best of my recollection, and as refreshed by the enclosed Exhibits,

Patent

I and my coinventors reduced the subject invention as claimed in the above-captioned application no later than February 3, 2000.

I further declare that all statements made herein of my own individual knowledge are true and that all statements made on information and belief are believed to be true; and further that these statements were made with the knowledge that willful false statements and the like so made are punishable by fine or imprisonment, or both, under Section 1001 of Title 18 of the United States Code, and that such willful false statements may jeopardize the validity of the above-identified patent application or any patent issued thereon.

Executed by and on the date as set forth below:

By: 
Kenneth B. Moore

Date: 6/21/09

EXHIBIT A

To: taiko-dev
From: Ken Moore <kmoore@real.com>
Subject: Version number change for Timable-specific skins...
Cc:
Bcc:
Attached:

Folks,

I am checking in a change to the skin manager code that will require all "Version=1.1" skins (skins with scrolling text, packaged-family skins, skins with metadata, or other new features) to be changed to "Version=2.0". Just open up the skin as a ZIP file, then open SKIN.INI and change the version tag to 2.0. Save the INI file then let the ZIP file update itself and you're done.

It makes sense for the skins version to match the main product version. Let me know if there are any issues.

Thanks,
Ken

EXHIBIT B

To: jmilstead
From: Ken Moore <kmoore@real.com>
Subject: skins spec changes
Cc:
Bcc:
Attached: G:\ken\Taiko\Skins\New V20 Skins Features_2_3_00.doc;

Hey Jason,

I have changed 2 things in the new skins features and wanted to let you know:

Anything with the word "Scroll" in it referring to scrolling status text has been changed to "Marquee". This is to align our syntax with RealText which considers Scrolling to be vertical movement and Marqueeing to be horizontal movement.

Also, the character layout for text in Winamp-style image fonts used to be specified by:

Font3Layout=Text

but is now specified by:

Font3Layout=LimitedText

This is basically an acknowledgement that this layout has real limitations which are a result of WinAmp's lame design. Also, we may someday create a better text layout and call it "Text".

Anyhow, I'm attaching the updated "New" stuff spec reflecting these 2 changes. Please forward the info to those concerned.

Thanks,
Ken

p.s. - one other addition I need to make for Timbale is a tag to allow a skin to specify its background image (BackgroundImage=stars.bmp) very useful in families. Please remind me if I forget =^)

EXHIBIT C

New Skins 2.0 Features

Revision history:

October 12th, 1999 – original version by Ken Moore
October 13th, 1999 – Default scrolling values added by Brandon Milner
October 27, 1999 – Rev'ed Family support section for new spec
February 3, 2000 – "Scroll" -> "Marquee" and image font layout "Text" -> "LimitedText"

This document describes the functionality & syntax of new Skins V1.1 features as they exist now (10/13/99) with the provision that they are still under development and subject to change. Please do not forward this document on to skin designers without Ken's approval, so that we may prevent having to implement backward compatibility should the syntax change before release.

VERSION-CHECKING

In order to support the features listed below, V1.1 skins need to have the SKIN.INI tags:

```
Application=RealJukebox
Version=1.1
```

If a user of RJB 1.0 tries to open a V1.1 skin, a message box will pop up saying "In order to view this skin you must upgrade to the most recent version of RealJukebox." If a skin with Version=1.0 tries to incorporate any of the features below, they simply will not work.

SKIN FAMILY SUPPORT

Now skin families can exist within one RJS file. If more than one skin is represented in an RJS, the SKIN.INI file should contain the tag:

```
SkinFamilyCount=3
```

for example, if there were a skin with mini-size, mid-size and full-size versions. When the skin is first loaded, the current index is set to 1. Here's how loading skin 1 works:

All SKIN.INI entries (except Version, Application and SkinFamilyCount) are first looked for in [SKIN3] section (e.g. for 3rd family member), and if not found there they are looked for in [MAIN] section of SKIN.INI.

Bitmaps for the background, standard buttons, and the position & volume sliders are first sought with a 1 appended to the name (play1.bmp, volthumb1.bmp, etc), and if that image doesn't exist, then the non-family-specific version is sought (play.bmp, volthumb.bmp, etc). If neither is found, the default (Stainless Steel) image is used.

To support changing skins within a family, the ChangeSkin tag has been extended as follows:

```
Control2ChangeSkin=<+>           // will increment current index (with rollover)
Control2ChangeSkin=<->           // will decrement current index (with rollover)
Control2ChangeSkin=<4>           // will go to specific index
Control2ChangeSkin=nitro<2>      // will go to specific index within another RJS
```

NEW SHOW/HIDE MUSIC MANAGER ACTION

A new action has been added for custom buttons that will show and hide the music manager pane:

```
Control2Action=ShowHideMusicManager
```

FORMATTED STATUS TEXT

Now a custom status field may include formatting to display static text as well as the formerly defined data elements. To use formatted text, place each data element's type within percent signs:

```
Status4Type=You are listening to %PlayArtist% playing %PlayTitle%.
```

If you want to actually show a percent sign, use %%.

If you want to include spaces at the beginning or end of your text, place the entire item within double quotes.

For non-formatted types, basic syntax may be used: Status4Type=PlayArtist

MARQUEEING STATUS TEXT

Now skin can specify marqueeing (horizontal scrolling) behavior of status fields:

```
Status3Marquee=1           // indicates when text marquees
                           // (may also be state-driven: Status3Marquee=Playing)

Status3MarqueelfTextFits=0 // indicates whether to marquee if text fits within window

Status3DragToMarquee=1     // indicates whether user can drag text to marquee it

Status1MarqueeOffset=-5   // how many pixels to move text at each interval
                           // (negative is to left, positive is to right)

Status1MarqueeInterval=200 // how many milliseconds between increments (min 50)
```


Status1MarqueeDelay=1000 // how long to wait to marquee once marqueeing is activated

DEFAULT VALUES

If the user does not enter specific values for the marqueeing behaviors, the defaults will be:

```
Status1Marquee=0           // fields don't marquee unless specified
Status1MarqueeIfTextFits=0 // by default won't marquee if text fits
Status1DragToMarquee=0    // by default can't drag to marquee
Status1MarqueeOffset= -1  // by default moves one pixel to left each interval
Status1MarqueeInterval = 90 ms // creates smooth, casual leftward marquee if defaults for Interval & Offset are used
Status1MarqueeDelay = 2000 ms // 2 sec delay seems to be what WinAmp uses, also Siren, and seems "right"
```

CUSTOM IMAGE FONTS

Now a skin may contain bitmaps which consist of a rectangular array of images representing individual alphanumeric characters to be used in custom status fields. An image font may be defined as follows:

```
Font1Image=numbers.bmp      // specifies the image file
Font1Layout=Numbers        // pre-defined layout (see below)
Font1Size=9,13             // dimensions of each character
Font1Spacing=3             // number of pixels between characters
```

Three layouts are currently supported: Numbers (layout of WinAmp numbers, which is 0-1-2-3-4-5-6-7-8-9 and space), Text (layout of WinAmp text, which contains digits, all uppercase letters, and some punctuation characters), and ASCII (sequential ASCII characters 32 through 175).

Specify one of these fonts to be used by a custom status field as follows:

```
Status2ImageFont=1
```

XYWH WINDOW RECTANGLE DEFINITION

Status window rectangles may alternatively be defined using XYWH format where:

```
Status4Rect=100,75,190,90
```

could be defined instead as:

```
Status4XYWH=100,75,90,15
```

The advantage to XYWH is that it makes it much easier to resize a window, and much easier to move a window without resizing.

JPEG SUPPORT

Images within a skin file may be BMP format or JPEG. This can greatly reduce the size of a skin!

OTHER CHANGES

NormMode backward-compatibility is dropped for V1.1 skins (must use FullMode instead).

Status fields are to be defined in the [MAIN] section of SKIN.INI, not in [STATUS] section as before. [STATUS] section is ignored.

NOT-YET SUPPORTED

Animations support is incomplete and may not be offered until V2.

The ChangeSkin syntax may be altered so that it is an action, which would look something like this:

```
Control3Action=ChangeSkin<evilclown>
```

Multiple actions may be supported for each control, which would look something like this:

```
Control2Action=DisplayURL<http://www.real.com>,ChangeSkin<skintune>
```

HTML / SMIL rendering windows